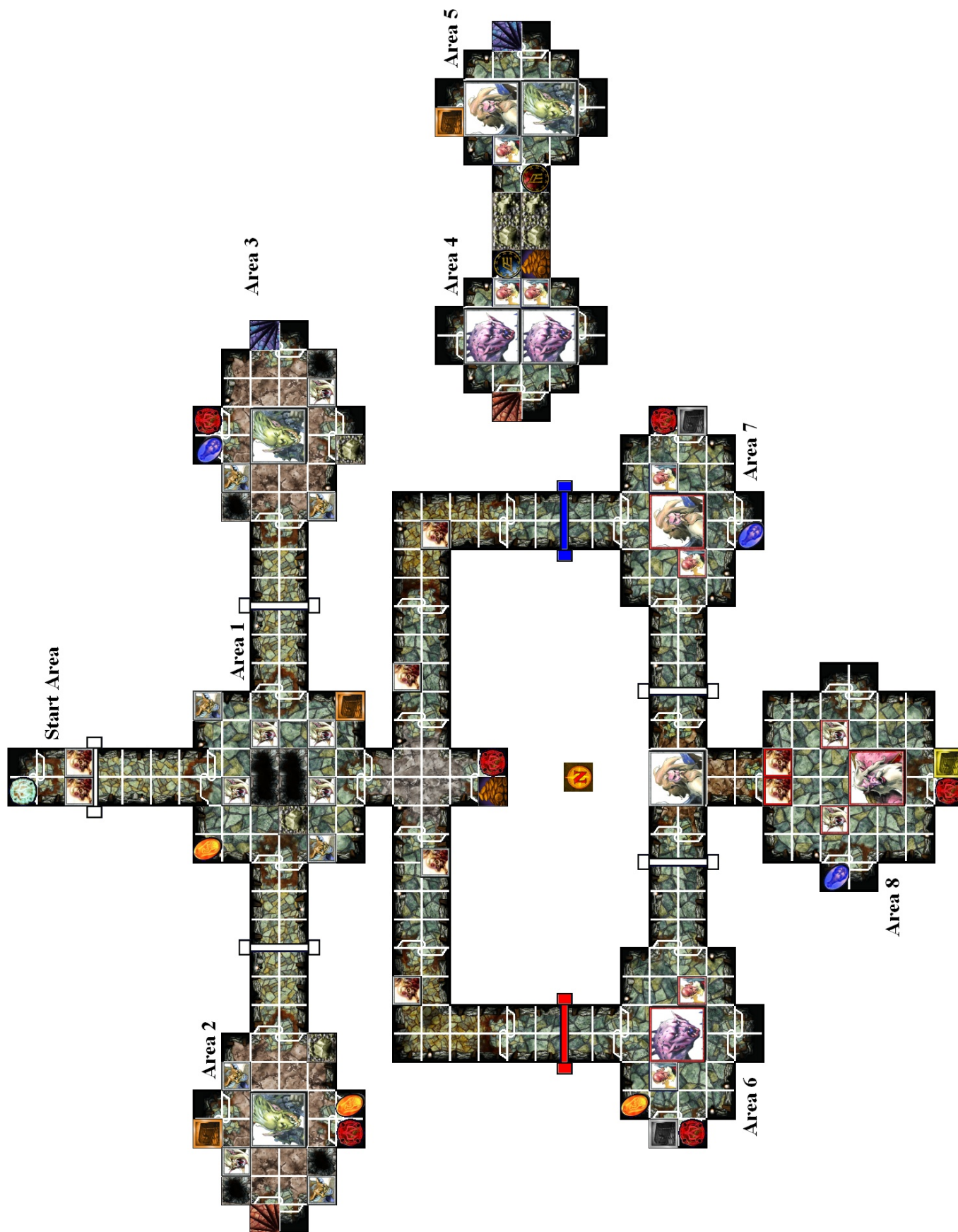




Akaranos

By Zachary

Quest Background

You were traveling through the mountains when you came across a small village. As you walked through the village, you could see that all the villagers were frightened. Your partners spotted a tavern called Mountain Giant tavern. Seeing that you could do with a good drink and rest, you walked inside. Sitting at a table, you started to drink when a tattered man approached you. " You look like a hardy group. Maybe you can help us. The mountain giant Akaranos is sending a raid to our village. Here is a map of his cave. It is deep in the mountains. Good luck to you." You started to object, but the tattered man was already gone.

Quest Goals

Traveling long and hard through the mountains, you finally made it to Akaranos's cave. Looking at the map, your group cautiously walks in. Akaranos is going to use ancient glyphs for the raid, so if you can activate the glyphs, all the better. Keep your objective in mind, either kill Akaranos or bargain with him to stop the raid(or just tell him to raid some place else, like Vyvenvale, Talimar, or Riverwatch. They are nicer cits). The heroes start with 8 conquest tokens.

Area 1

As you walk through the great, stone door, you see a grand entrance hall filled with laboring beasts. A group of beastmen mining sniff the air and turn towards you and stare at you with their ghostly eyes. In the background, you hear razorwings' wings beating.

Area 2

As you open the door, an ugly ogre takes up most of your view. He seems to be supervising the mining. When the beastman growls at you, the ogre whips around to see who is there. He yells at the monsters and they start to advance on your group.

If the heroes have been to Area 3 already:

This ogre seems to be the same as the other ogre. Upstairs, you can hear something hissing menacingly.

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beastman growls at you, the ogre whips around to see who is there. He yells at the monsters and they start to advance on your group.

If the heroes have been to Area 2 already:

This ogre seems to be doing the same as the other ogre.

Area 4

Walking up the stairs, two nags can be heard. You can make out two voices trying to calm them down. Before you know it a naga slithered toward you at the stairs.

Important: The rubble here is impassable. Heroes can not move through it and it counts as a wall between Area 4 and 5.

Area 5

The scene seems odd before you. An ogre and a sorcerer are trying to train a manticore. The manticore still seems young, which is better than a fully grown manticore. The ogre points at you talking to the sorcerer and manticore. While the sorcerer is getting his spells ready, the manticore is still trying to figure out what to do.

Important: The rubble here is impassable. Heroes can not move through it and it counts as a wall between Area 4 and 5.

Important: The manticore is a baby. It only has 3 wounds and 1 armor. When attacking, it doesn't roll a yellow dice.

Area 6

You see Akaranos's pet naga. There are several sorcerers caring for it. They turn towards you and cast spells to protect the naga.

Important: The naga here is Akaranos's pet naga, Wraught. He has 10 wounds and 5 armor. Instead of sorcery, Wraught has poison.

Area 7

Important: This manticore is the lead manticore named Graftos. He has 10 wounds and 5 armor. Graftos also has poison.

Area 8

Straight ahead, you see a manticore statue. Slowly, right before your eyes, the statue comes to life. You can hear Akaranos shouting in rage. His body guards start to head towards the manticore and help it.

Important: Akaranos is a mountain giant wearing stone armor. He has a total of 25 wounds and 7 armor.

Chests

Copper 1 1 curse, 50 coins, 1 copper treasure

Copper 2 2 conquest tokens, 1 copper treasure

Copper 3	2 curses, 2 copper treasures
Silver 1	3 curses, 100 coins, 1 silver treasure
Silver 2	2 conquest tokens, 1 silver treasure
Silver 3	4 curses, 2 silver treasure
Gold 1	4 curses, 150 coins, 1 gold treasure
Gold 2	2 conquest tokens, 1 gold treasure